

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1 1. (Original) A software application including a personal narrative agent for
2 providing instructions to one or more processors to create and manage multiple dynamic
3 customized story experiences for a subject user in a user-observable environment having at least
4 one object with which the subject user may interact, the one or more processors permitting the
5 personal narrative agent to perform the steps of:

6 selectively interacting with said at least one object to manipulate the environment
7 in furtherance of the story experiences;

8 maintaining data relating to the subject user, the environment and the multiple
9 story experiences of the subject user; and

10 simultaneously managing each of said multiple story experiences each of which
11 reaches its own narrative conclusion consistent with input and characteristics of the subject user
12 and any objects selected to influence said story experiences.

1 2. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of maintaining an
3 awareness of possible story opportunities for the subject user, activities which could trigger those
4 stories from those opportunities, and activities which could advance those stories.

1 3. (Original) The software application of Claim 2, the one or more
2 processors permitting the personal narrative agent to perform the further step of maintaining an
3 awareness of possible objects that could trigger and/or advance those stories.

1 4. (Original) The software application of Claim 3, wherein the possible
2 objects include a character corresponding to a second user.

1 5. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further steps of:
3 maintaining a personal datastore of information relating preferences of the subject
4 user; and
5 offering a story opportunity to the subject user based on information of said
6 personal datastore.

1 6. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further steps of:
3 monitoring the activities of the subject user; and
4 offering a story opportunity to the subject user based on information gathered
5 from said monitoring of said activities of the subject user.

1 7. (Original) The software application of Claim 6, the one or more
2 processors permitting the personal narrative agent to perform the further step of storing data
3 about user activities.

1 8. (Original) The software program of any of Claims 5 or 6, wherein said
2 information is further used for evolving a story.

1 9. (Currently amended) The software application of Claim 1, further
2 including a second personal narrative agent for providing instructions to one or more processors
3 to create and manage one or more dynamic customized story experiences for a second user in
4 said user-observable environment having said at least one object with which the second user may
5 interact, the one or more processors permitting the second personal narrative agent to perform
6 the steps of:

7 selectively interacting with said at least one object to manipulate the environment
8 in furtherance of the story experiences of the second user;

9 maintaining data relating to the second user, the environment and the story
10 experiences of the second user; and

11 simultaneously managing each of said story experiences of said second user
12 independent of said story experiences of said ~~first~~ subject user, and each of which reaches its
13 own narrative conclusion consistent with input and characteristics of the second user and any
14 objects selected to influence said story experiences of said second user, such as to enable said
15 second user to pursue individual stories independent from the stories of the first user.

1 10. (Original) The software application of Claim 9, the one or more
2 processors permitting the personal narrative agent of the subject user to perform the further step
3 of negotiating a story opportunity involving said second user for the subject user with said
4 second personal narrative agent uniquely assigned to the second user consistent with said one or
5 more story experiences of said subject user.

1 11. (Original) The software application of Claim 9, the one or more
2 processors permitting the personal narrative agent of the subject user to perform the further step
3 of negotiating for use of one or more objects with said second personal narrative agent uniquely
4 assigned to said second user, said objects being used in one or more story experiences of one or
5 both of said subject and second users.

1 12. (Original) The software application of Claim 11, wherein a market
2 mechanism is used to determine an outcome of the negotiation.

1 13. (Original) The software application of Claim 12, wherein said market
2 mechanism includes bidding for the objects to determine a value of the objects.

1 14. (Original) The software application of any of Claims 11, 12, or 13,
2 wherein said negotiation includes receiving input from one or both of the subject and second
3 users.

1 15. (Original) The software application of Claim 9, the one or more
2 processors permitting each personal narrative agent to perform the further steps of modifying the

3 presentation of the environment to its respective user to further said one or more story
4 experiences.

1 16. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of negotiating a
3 story opportunity involving a second user for the subject user with a second personal narrative
4 agent uniquely assigned to the second user consistent with said one or more story experiences.

1 17. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of negotiating for
3 use of one or more objects with a second personal narrative agent uniquely assigned to a second
4 user, said objects being used in one or more story experiences of one or both of said subject and
5 second users.

1 18. (Original) The software application of Claim 17, wherein a market
2 mechanism is used to determine an outcome of the negotiation.

1 19. (Original) The software application of Claim 18, wherein said market
2 mechanism includes bidding for the objects to determine a value of the objects.

1 20. (Original) The software application of any of Claims 17, 18, or 19,
2 wherein said negotiation includes receiving input from one or both of the subject and second
3 users.

1 21. (Original) The software application of Claim 9, the one or more
2 processors permitting the personal narrative agent to perform the further step of modifying the
3 environment to further said story experiences.

1 22. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing
3 scenes.

1 23. (Original) The software application of Claim 22, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing
3 transitions between scenes.

1 24. (Original) The software application of Claim 23, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing
3 transitions between scenes where the last scene and the next scene are in different stories.

1 25. (Original) The software application of Claim 22, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing scenes
3 which further more than one story experience within a single scene, thereby weaving said story
4 experiences together.

1 26. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of modifying the
3 presentation of the environment to the user to further said story experiences.

1 27. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of modifying the
3 environment to further said story experiences.

1 28. (Original) The software application of Claim 1, further including a second
2 personal narrative agent for providing instructions to one or more processors to create and
3 manage one or more dynamic customized stories for a computer-controlled character in said
4 user-observable environment having said at least one object with which the computer-controlled
5 character may interact, the one or more processors permitting the second personal narrative agent
6 to perform the steps of:

7 selectively interacting with said at least one object to manipulate the environment
8 in furtherance of the stories;

9 maintaining data relating to the computer-controlled character, the environment
10 and the stories of the computer-controlled character; and
11 simultaneously managing each of said stories of said computer-controlled
12 character independent of said stories of said first user, each of which reaches its own narrative
13 conclusion consistent with input and characteristics of the computer-controlled character and any
14 objects selected to influence said stories of said computer-controlled character, such as to enable
15 said computer-controlled character to pursue stories independent from the stories of the first user.

1 29. (Original) The software application of Claim 28, the one or more
2 processors permitting the second personal narrative agent to perform the further step of reverting
3 computer-control of the computer-controlled character to control by a second user, wherein said
4 character continues to pursue one or more story experiences previously controlled by computer-
5 control.

1 30. (Original) The software application of Claim 1, wherein a character object
2 represents said subject user in the environment, the one or more processors permitting the
3 personal narrative agent to perform the further step of reverting control by said subject user of
4 the character object to computer control, wherein said character object continues to pursue one or
5 more story experiences previously controlled by the subject user.

1 31. (Original) The software application of Claim 1, wherein a first character
2 object represents said subject user in the environment, and wherein a second character object
3 represents a second user in the environment, and said second character object is controlled and
4 managed by said second user, said second character object not being associated with a second
5 personal narrative agent.

1 32. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further steps of:
3 recognizing story patterns in actions of said subject user; and
4 creating and managing story experiences consistent with those patterns.

1 33. (Original) The software application of Claim 32, the one or more
2 processors permitting the personal narrative agent to perform the further step of maintaining
3 consistency of said story experiences with a previous active story.

1 34. (Original) The software application of Claim 1, the one or more
2 processors permitting the personal narrative agent to perform the further step of creating stories
3 based on narrative forms, said narrative forms defining structures and themes of said stories.

1 35. (Original) The software application of Claim 34, the one or more
2 processors permitting the personal narrative agent to perform the further step of creating multiple
3 distinct stories based on multiple narrative forms.

1 36. (Original) The software application of Claim 34, the one or more
2 processors permitting the personal narrative agent to perform the further step of transforming a
3 story based on a first narrative form into a story based on a second narrative form.

1 37. (Original) The software application of Claim 34, the one or more
2 processors permitting the personal narrative agent to perform the further step of creating multiple
3 distinct stories based on a single narrative form.

1 38. (Original) A software application for providing instructions to one or
2 more processors to create and manage one or more dynamic customized story experiences for
3 each of multiple users wherein a unique personal narrative agent is assigned to assist each user
4 throughout the story experiences of the user in a user-observable environment having at least one
5 object with which the users may interact, the one or more processors permitting a first and a
6 second personal narrative agents which are respectively assigned to a first and a second users to
7 perform the steps of:

8 selectively interacting with said at least one object to manipulate the environment
9 in furtherance of said story experiences, including independently managing different story

opportunities for the first and second users, respectively, consistent with said one or more story experiences of said first user and said one or more story experiences of the second user;
maintaining data relating to the first and second users, respectively, and the one or more story experiences of the first and second users, and of the environment; and
managing each of said one or more story experiences of said first and second users, respectively, to its own narrative conclusion consistent with input and characteristics of the first and second users and any objects selected to influence said one or more story experiences, such as to enable each of said first and second users to pursue individual stories independent from the stories of the other user.

39. (Original) A software application for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, the one or more processors permitting a first personal narrative agent which is assigned to a first user to perform the steps of:

selectively interacting with said at least one object and a second personal narrative agent which is assigned to a second user to manipulate the environment in furtherance of said one or more story experiences, including negotiating a story opportunity involving a second user for the first user with said second personal narrative agent consistent with said one or more story experiences;

maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

40. (Original) A software application for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assigned to assist each user

4 throughout the story experiences of the user in a user-observable environment having at least one
5 object with which the users may interact, the one or more processors permitting a first personal
6 narrative agent which is assigned to a first user to perform the steps of:

7 selectively interacting with said at least one object and a second personal narrative
8 agent which is assigned to a second user to manipulate the environment in furtherance of said
9 one or more story experiences, including negotiating for use of one or more objects with said
10 second personal narrative agent, said objects being used in one or more story experiences of one
11 or both of said first and second users;

12 maintaining data relating to the first user, the one or more story experiences of the
13 first user, and the environment; and

14 managing said one or more story experiences to a narrative conclusion consistent
15 with input and characteristics of the first user and any objects selected to influence said one or
16 more story experiences.

1 41. (Original) The software application of any of Claims 9, 38, 39, or 40, the
2 one or more processors permitting the personal narrative agent to perform the further step of
3 maintaining an awareness of possible story opportunities for the subject user, activities which
4 could trigger those stories from those opportunities, and activities which could advance those
5 stories.

1 42. (Original) The software application of Claim 41, the one or more
2 processors permitting the personal narrative agent to perform the further step of maintaining an
3 awareness of possible objects that could trigger and/or advance those stories.

1 43. (Original) The software application of Claim 42, wherein the possible
2 objects include a character corresponding to a second user.

1 44. (Original) The software application of any of Claims 9, 38, 39, or 40, the
2 one or more processors permitting the personal narrative agent to perform the further steps of:

3 maintaining a personal datastore of information relating preferences of the subject
4 user; and
5 offering a story opportunity to the subject user based on information of said
6 personal datastore.

1 45. (Original) The software application of any of Claims 9, 38, 39, or 40, the
2 one or more processors permitting the personal narrative agent to perform the further steps of:
3 monitoring the activities of the subject user; and
4 offering a story opportunity to the subject user based on information gathered
5 from said monitoring of said activities of the subject user.

1 46. (Original) The software application of Claim 45, the one or more
2 processors permitting the personal narrative agent to perform the further step of storing data
3 about user activities.

1 47. (Original) The software program of Claim 44, wherein said information is
2 further used for evolving a story.

1 48. (Original) The software program of Claim 45, wherein said information is
2 further used for evolving a story.

1 49. (Original) The software application of any of Claims 38 or 40, the one or
2 more processors permitting the personal narrative agent of the subject user to perform the further
3 step of negotiating a story opportunity involving said second user for the subject user with said
4 second personal narrative agent uniquely assigned to the second user consistent with said one or
5 more story experiences of said subject user.

1 50. (Original) The software application of any of Claims 38 or 39, the one or
2 more processors permitting the personal narrative agent of the subject user to perform the further
3 step of negotiating for use of said at least one object with said second personal narrative agent

4 uniquely assigned to said second user, said at least one object being used in one or more story
5 experiences of one or both of said subject and second users.

1 51. (Original) The software application of Claim 50, wherein a market
2 mechanism is used to determine an outcome of the negotiation.

1 52. (Original) The software application of Claim 51, wherein said market
2 mechanism includes bidding for the objects to determine a value of the objects.

1 53. (Original) The software application Claim 50, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 54. (Original) The software application Claim 51, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 55. (Original) The software application Claim 52, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 56. (Original) The software application of Claim 40, wherein a market
2 mechanism is used to determine an outcome of the negotiation.

1 57. (Original) The software application of Claim 56, wherein said market
2 mechanism includes bidding for the objects to determine a value of the objects.

1 58. (Original) The software application of Claim 40, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 59. (Original) The software application of Claim 56, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 60. (Original) The software application of Claim 57, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 61. (Original) The software application of any of Claims 9, 38, 39, or 40, the
2 one or more processors permitting the personal narrative agent to perform the further step of
3 managing scenes.

1 62. (Original) The software application of Claim 61, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing
3 transitions between scenes.

1 63. (Original) The software application of Claim 62, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing
3 transitions between scenes where the last scene and the next scene are in different stories.

1 64. (Original) The software application of Claim 61, the one or more
2 processors permitting the personal narrative agent to perform the further step of managing scenes
3 which further more than one story experience within a single scene, thereby weaving said story
4 experiences together.

1 65. (Original) The software application of any of Claims 38, 39, or 40, the
2 one or more processors permitting each personal narrative agent to perform the further steps of
3 modifying the presentation of the environment to its respective user to further said one or more
4 story experiences.

1 66. (Original) The software application of any of Claims 38, 39, or 40, the
2 one or more processors permitting the personal narrative agent to perform the further step of
3 modifying the environment to further said story experiences.

1 67. (Original) The software application of any of Claims 9, 38, 39, or 40,
2 further including a third personal narrative agent for providing instructions to one or more
3 processors to create and manage one or more dynamic customized stories for a computer-
4 controlled character in said user-observable environment having said at least one object with

5 which the computer-controlled character may interact, the one or more processors permitting the
6 third personal narrative agent to perform the steps of:
7 selectively interacting with said at least one object to manipulate the environment
8 in furtherance of the stories;
9 maintaining data relating to the computer-controlled character, the environment
10 and the stories of the computer-controlled character; and
11 simultaneously managing each of said stories of said computer-controlled
12 character independent of said stories of said subject and second users, each of which reaches its
13 own narrative conclusion consistent with input and characteristics of the computer-controlled
14 character and any objects selected to influence said stories of said computer-controlled character,
15 such as to enable said computer-controlled character to pursue stories independent from the
16 stories of the subject and second users.

1 68. (Original) The software application of Claim 67, the one or more
2 processors permitting the third personal narrative agent to perform the further step of reverting
3 computer-control of the computer-controlled character to control by a third user, wherein said
4 character continues to pursue one or more story experiences previously controlled by computer-
5 control.

1 69. (Original) The software application of any of Claims 9, 38, 39, or 40,
2 wherein a character object represents said subject user in the environment, the one or more
3 processors permitting the personal narrative agent to perform the further step of reverting control
4 by said subject user of the character object to computer control, wherein said character object
5 continues to pursue one or more story experiences previously controlled by the subject user.

1 70. (Original) The software application of any of Claims 9, 38, 39, or 40,
2 wherein a first character object represents said subject user in the environment, and wherein a
3 second character object represents a second user in the environment, and said second character
4 object is controlled and managed by said second user, said second character object not being
5 associated with a second personal narrative agent.

1 71. (Original) The software application of any of Claims 9, 38, 39, or 40, the
2 one or more processors permitting the personal narrative agent to perform the further steps of:
3 recognizing story patterns in actions of said subject user; and
4 creating and managing story experiences consistent with those patterns.

1 72. (Original) The software application of Claim 71, the one or more
2 processors permitting the personal narrative agent to perform the further step of maintaining
3 consistency of said story experiences with a previous active story.

1 73. (Original) The software application of any of Claims 9, 38, 39, or 40, the
2 one or more processors permitting the personal narrative agents of said subject user and said
3 second user to perform the further step of creating stories for said subject and second users,
4 respectively, based on narrative forms, said narrative forms defining structures and themes of
5 said stories.

1 74. (Original) The software application of Claim 73, the one or more
2 processors permitting the personal narrative agents of said subject user and said second user to
3 perform the further step of creating multiple distinct stories for said subject user and said second
4 user, respectively, based on multiple narrative forms.

1 75. (Original) The software application of Claim 74, the one or more
2 processors permitting said personal narrative agents of said subject user and said second user to
3 perform the further step of transforming a story based on a first narrative form into a story based
4 on a second narrative form.

1 76. (Original) The software application of Claim 73, the one or more
2 processors permitting the personal narrative agents of said subject user and said second user to
3 perform the further step of creating multiple distinct stories for said subject user and said second
4 user, respectively, based on a single narrative form.

1 77. (Original) The software application of any of Claims 1, 9, 38, 39, or 40,
2 the one or more processors permitting the personal narrative agent to perform the further steps
3 of:
4 determining events that tend to cause a story to be consistent with a first narrative
5 form; and
6 managing said story including manipulating said at least one object and said
7 environment to provide one or more opportunities for said subject user to follow a story
8 consistent with the first narrative form.

1 78. (Original) The software application of Claim 77, the one or more
2 processors permitting the PNA to perform the further steps of:
3 determining events that tend to cause said story experiences to be inconsistent
4 with the first narrative form;
5 finding a second narrative form, for which said events are consistent; and
6 transforming the story in to an instance of said second narrative form.

1 79. (Original) The software application of Claim 77, the one or more
2 processors permitting the PNA to perform the further steps of:
3 determining events that tend to cause said story experiences to be inconsistent
4 with the first narrative form;
5 generating a second narrative form, for which said events are consistent; and
6 transforming the story in to an instance of said second narrative form.

1 80-83. (Canceled)

1 84. (Previously Amended) The software application of any of Claims 1, 9, 38,
2 39, or 40, wherein said environment is a simulated environment.

1 85. (Original) A method for creating and managing multiple dynamic
2 customized story experiences for a subject user in a user-observable environment having at least

3 one object with which the subject user may interact, said subject user having a uniquely assigned
4 personal narrative agent (PNA) for performing the steps of:
5 selectively interacting with said at least one object to manipulate the environment
6 in furtherance of the story experiences;
7 maintaining data relating to the subject user, the environment and the multiple
8 story experiences of the subject user; and
9 simultaneously managing each of said multiple story experiences each of which
10 reaches its own narrative conclusion consistent with input and characteristics of the subject user
11 and any objects selected to influence said story experiences.

1 86. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of maintaining an awareness of possible story opportunities for the subject user,
3 activities which could trigger those stories from those opportunities, and activities which could
4 advance those stories.

1 87. (Original) The method of Claim 86, wherein the PNA performs the
2 further step of maintaining an awareness of possible objects that could trigger and/or advance
3 those stories.

1 88. (Original) The method of Claim 87, wherein the possible objects include
2 a character corresponding to a second user.

1 89. (Original) The method of Claim 85, wherein the PNA performs the
2 further steps of:
3 maintaining a personal datastore of information relating to preferences of the
4 subject user; and
5 offering a story opportunity to the subject user based on information of said
6 personal datastore.

1 90. (Original) The method of Claim 85, wherein the PNA performs the
2 further steps of:

3 monitoring the activities of the subject user; and
4 offering a story opportunity to the subject user based on information gathered
5 from said monitoring of said activities of the subject user.

1 91. (Original) The method of Claim 90, wherein the PNA performs the
2 further step of storing data about user activities.

1 92. (Original) The method of any of Claims 89 or 90, wherein said
2 information is further used for evolving a story.

1 93. (Original) The method of Claim 85, further for creating and managing
2 one or more dynamic customized story experiences for a second user in said user-observable
3 environment having said at least one object with which the second user may interact, said second
4 user having a uniquely assigned second PNA for performing the steps of:

5 selectively interacting with said at least one object to manipulate the environment
6 in furtherance of the story experiences;

7 maintaining data relating to the second user, the environment and the story
8 experiences of the second user; and

9 simultaneously managing each of said story experiences of said second user
10 independent of said story experiences of said first user, and each of which reaches its own
11 narrative conclusion consistent with input and characteristics of the second user and any objects
12 selected to influence said story experiences of said second user, such as to enable said second
13 user to pursue individual stories independent from the stories of the first user.

1 94. (Original) The method of Claim 93, wherein the PNA of the subject user
2 performs the further step of negotiating a story opportunity involving said second user for the
3 subject user with said second PNA uniquely assigned to the second user consistent with said one
4 or more story experiences of the subject user.

1 95. (Original) The method of Claim 93, wherein the PNA of the subject user
2 performs the further step of negotiating for use of said at least one object with said second PNA

3 uniquely assigned to said second user, said at least one object being used in one or more story
4 experiences of one or both of said subject and second users.

1 96. (Original) The method of Claim 95, wherein a market mechanism is used
2 to determine an outcome of the negotiation.

1 97. (Original) The method of Claim 96, wherein said market mechanism
2 includes bidding for the objects to determine a value of the objects.

1 98. (Original) The method of any of Claims 95, 96, or 97, wherein said
2 negotiation includes receiving input from one or both of the subject and second users.

1 99. (Original) The method of Claim 93, wherein each of the PNA of the
2 subject user and the second PNA perform the further step of modifying the presentation of the
3 environment to its respective user to further said one or more story experiences.

1 100. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of negotiating a story opportunity involving a second user for the subject user with a
3 second PNA uniquely assigned to the second user consistent with said one or more story
4 experiences of the subject user.

1 101. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of negotiating for use of said at least one object with a second personal narrative
3 agent uniquely assigned to a second user, said at least one object being used in one or more story
4 experiences of one or both of said subject and second users.

1 102. (Original) The method of Claim 101, wherein a market mechanism is
2 used to determine an outcome of the negotiation.

1 103. (Original) The method of Claim 102, wherein said market mechanism
2 includes bidding for the objects to determine a value of the objects.

1 104. (Original) The method of any of Claims 101, 102, or 103, wherein said
2 negotiation includes receiving input from one or both of the subject and second users.

1 105. (Original) The method of Claim 93, wherein the PNA performs the
2 further step of modifying the environment to further said story experiences.

1 106. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of managing scenes.

1 107. (Original) The method of Claim 106, wherein the PNA performs the
2 further step of managing transitions between scenes.

1 108. (Original) The method of Claim 107, wherein the PNA performs the
2 further step of managing transitions between scenes where the last scene and the next scene are
3 in different stories.

1 109. (Original) The method of Claim 106, wherein the PNA performs the
2 further step of managing scenes which further more than one story experience within a single
3 scene, thereby weaving said story experiences together.

1 110. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of modifying the presentation of the environment to the user to further said story
3 experiences.

1 111. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of modifying the environment to further said story experiences.

1 112. (Original) The method of Claim 85, further for creating and managing
2 one or more dynamic customized stories for a computer-controlled character in said user-
3 observable environment having at least one object with which the computer-controlled character
4 may interact, the computer controlled character having a uniquely assigned second PNA for
5 performing the steps of:

6 selectively interacting with said at least one object to manipulate the environment
7 in furtherance of the stories of the computer controlled character;
8 maintaining data relating to the computer-controlled character, the environment
9 and the stories of the computer-controlled character; and
10 simultaneously managing each of said stories of said computer-controlled
11 character independent of said stories of said subject user, each of which reaches its own narrative
12 conclusion consistent with input and characteristics of the computer-controlled character and any
13 objects selected to influence said stories of said computer-controlled character, such as to enable
14 said computer-controlled character to pursue stories independent from the stories of the subject
15 user.

1 113. (Original) The method of Claim 112, wherein the second PNA performs
2 the further step of reverting computer-control of the computer-controlled character to control by
3 a second user, wherein said second user continues to pursue one or more story experiences
4 previously controlled by computer-control.

1 114. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of reverting control by said subject user to computer control, wherein a computer
3 controlled character object continues to pursue one or more story experiences previously
4 controlled by the subject user.

1 115. (Original) The method of Claim 85, wherein a second user interacts in the
2 environment, and wherein said second user is not associated with a second personal narrative
3 agent.

1 116. (Original) The method of Claim 85, wherein the PNA performs the
2 further steps of:
3 recognizing story patterns in actions of said subject user; and
4 creating and managing story experiences consistent with those patterns.

1 117. (Original) The method of Claim 116, wherein the PNA performs the
2 further step of maintaining consistency of said story experiences with a previous active story.

1 118. (Original) The method of Claim 85, wherein the PNA performs the
2 further step of creating stories based on narrative forms, said narrative forms defining structures
3 and themes of said stories.

1 119. (Original) The method of Claim 118, wherein the PNA performs the
2 further step of creating multiple distinct stories based on multiple narrative forms.

1 120. (Original) The method of Claim 118, wherein the PNA performs the
2 further step of transforming a story based on a first narrative form into a story based on a second
3 narrative form.

1 121. (Original) The method of Claim 118, wherein the PNA performs the
2 further step of creating multiple distinct stories based on a single narrative form.

1 122. (Original) A method for creating and managing one or more dynamic
2 customized story experiences for each of multiple users wherein a unique personal narrative
3 agent (PNA) is assigned to assist each user throughout the story experiences of the user in a user-
4 observable environment having at least one object with which the users may interact, a first and a
5 second PNAs which are respectively assigned to a first and a second users performing the steps
6 of:

7 selectively interacting with said at least one object to manipulate the environment
8 in furtherance of said story experiences, including independently managing different story
9 opportunities for the first and second users, respectively, consistent with said one or more story
10 experiences of said first user and said one or more story experiences of the second user;

11 maintaining data relating to the first and second users, respectively, and the one or
12 more story experiences of the first and second users, and of the environment; and

13 managing each of said one or more story experiences of said first and second
14 users, respectively, to its own narrative conclusion consistent with input and characteristics of
15 the first and second users and any objects selected to influence said one or more story
16 experiences, such as to enable each of said first and second users to pursue individual stories
17 independent from the stories of the other user.

1 123. (Original) A method for creating and managing one or more dynamic
2 customized story experiences for each of multiple users wherein a unique personal narrative
3 agent (PNA) is assigned to assist each user throughout the story experiences of the user in a user-
4 observable environment having at least one object with which the users may interact, a first PNA
5 which is assigned to a first user performing the steps of:

6 selectively interacting with said at least one object and a second PNA which is
7 assigned to a second user to manipulate the environment in furtherance of said one or more story
8 experiences, including negotiating a story opportunity involving said second user for the first
9 user with said second PNA consistent with said one or more story experiences;

10 maintaining data relating to the first user, the one or more story experiences of the
11 first user, and the environment; and

12 managing said one or more story experiences to a narrative conclusion consistent
13 with input and characteristics of the first user and any objects selected to influence said one or
14 more story experiences.

1 124. (Original) A method for creating and managing one or more dynamic
2 customized story experiences for each of multiple users wherein a unique personal narrative
3 agent is assigned to assist each user throughout the story experiences of the user in a user-
4 observable environment having at least one object with which the users may interact, a first
5 personal narrative agent (PNA) being assigned to a first user for performing steps of:

6 selectively interacting with said at least one object and a second PNA which is
7 assigned to a second user to manipulate the environment in furtherance of said one or more story
8 experiences, including negotiating for use of said at least one object with said second PNA, said

9 at least one object being used in one or more story experiences of one or both of said first and
10 second users;

11 maintaining data relating to the first user, the one or more story experiences of the
12 first user, and the environment; and

13 managing said one or more story experiences to a narrative conclusion consistent
14 with input and characteristics of the first user and any objects selected to influence said one or
15 more story experiences.

1 125. (Previously Amended) The method of any of Claims 93, 122, 123 or 124,
2 wherein the personal narrative agent performs the further step of maintaining an awareness of
3 possible story opportunities for the subject user, activities which could trigger those stories from
4 those opportunities, and activities which could advance those stories.

1 126. (Previously Amended) The method of Claim 125, wherein the personal
2 narrative agent performs the further step of maintaining an awareness of possible objects that
3 could trigger and/or advance those stories.

1 127. (Previously Amended) The method of Claim 126, wherein the possible
2 objects include a character corresponding to a second user.

1 128. (Previously Amended) The method of any of Claims 93, 122, 123_or 124,
2 wherein the personal narrative agent performs the further steps of:
3 maintaining a personal datastore of information relating preferences of the subject
4 user; and
5 offering a story opportunity to the subject user based on information of said
6 personal datastore.

1 129. (Previously Amended) The method of any of Claims 93, 122, 123_or 124,
2 wherein the personal narrative agent performs the further steps of:
3 monitoring the activities of the subject user; and

4 offering a story opportunity to the subject user based on information gathered
5 from said monitoring of said activities of the subject user.

1 130. (Previously Amended) The method of Claim 129, wherein the personal
2 narrative agent performs the further step of storing data about user activities.

1 131. (Previously Amended) The software program of Claim 128, wherein said
2 information is further used for evolving a story.

1 132. (Previously Amended) The software program of Claim 129, wherein said
2 information is further used for evolving a story.

1 133. (Previously Amended) The method of any of Claims 122 or 124, wherein
2 the personal narrative agent of the subject user performs the further step of negotiating a story
3 opportunity involving said second user for the subject user with said second personal narrative
4 agent uniquely assigned to the second user consistent with said one or more story experiences of
5 said subject user.

1 134. (Previously Amended) The method of any of Claims 122 or 124, wherein
2 the personal narrative agent of the subject user performs the further step of negotiating for use of
3 said at least one object with said second personal narrative agent uniquely assigned to said
4 second user, said at least one object being used in one or more story experiences of one or both
5 of said subject and second users.

1 135. (Previously Amended) The method of Claim 134, wherein a market
2 mechanism is used to determine an outcome of the negotiation.

1 136. (Previously Amended) The method of Claim 135, wherein said market
2 mechanism includes bidding for the objects to determine a value of the objects.

1 137. (Previously Amended) The method Claim 134, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 138. (Previously Amended) The method Claim 135, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 139. (Previously Amended) The method Claim 136, wherein said negotiation
2 includes receiving input from one or both of the subject and second users.

1 140. (Previously Amended) The method of Claim 124, wherein a market
2 mechanism is used to determine an outcome of the negotiation.

1 141. (Previously Amended) The method of Claim 140, wherein said market
2 mechanism includes bidding for the objects to determine a value of the objects.

1 142. (Previously Amended) The method of Claim 124, wherein said
2 negotiation includes receiving input from one or both of the subject and second users.

1 143. (Previously Amended) The method of Claim 140, wherein said
2 negotiation includes receiving input from one or both of the subject and second users.

1 144. (Previously Amended) The method of Claim 141, wherein said
2 negotiation includes receiving input from one or both of the subject and second users.

1 145. (Previously Amended) The method of any of Claims 93, 122, 123_or 124,
2 wherein the personal narrative agent performs the further step of managing scenes.

1 146. (Previously Amended) The method of Claim 145, wherein the personal
2 narrative agent performs the further step of managing transitions between scenes.

1 147. (Previously Amended) The method of Claim 146, wherein the personal
2 narrative agent performs the further step of managing transitions between scenes where the last
3 scene and the next scene are in different stories.

1 148. (Previously Amended) The method of Claim 145, wherein the personal
2 narrative agent performs the further step of managing scenes which further more than one story
3 experience within a single scene, thereby weaving said story experiences together.

1 149. (Previously Amended) The method of any of Claims 122, 123 or 124,
2 wherein each personal narrative agent performs the further steps of modifying the presentation of
3 the environment to its respective user to further said one or more story experiences.

1 150. (Previously Amended) The method of any of Claims 122, or 123 or 124,
2 wherein the personal narrative agent performs the further step of modifying the environment to
3 further said story experiences.

1 151. (Previously Amended) The method of any of Claims 93, 122, 123 or 124,
2 further including a third personal narrative agent for providing instructions to one or more
3 processors to create and manage one or more dynamic customized stories for a computer-
4 controlled character in said user-observable environment having said at least one object with
5 which the computer-controlled character may interact, wherein the third personal narrative agent
6 performs the steps of:

7 selectively interacting with said at least one object to manipulate the environment
8 in furtherance of the stories;

9 maintaining data relating to the computer-controlled character, the environment
10 and the stories of the computer-controlled character; and

11 simultaneously managing each of said stories of said computer-controlled
12 character independent of said stories of said subject and second users, each of which reaches its
13 own narrative conclusion consistent with input and characteristics of the computer-controlled
14 character and any objects selected to influence said stories of said computer-controlled character,
15 such as to enable said computer-controlled character to pursue stories independent from the
16 stories of the subject and second users.

1 152. (Previously Amended) The method of Claim 151, wherein the third
2 personal narrative agent performs the further step of reverting computer-control of the computer-
3 controlled character to control by a third user, wherein said character continues to pursue one or
4 more story experiences previously controlled by computer-control.

1 153. (Previously Amended) The method of any of Claims 93, 122, 123 or 124,
2 wherein a character object represents said subject user in the environment, wherein the personal
3 narrative agent performs the further step of reverting control by said subject user of the character
4 object to computer control, wherein said character object continues to pursue one or more story
5 experiences previously controlled by the subject user.

1 154. (Previously Amended) The method of any of Claims 93, 122, 123 or 124,
2 wherein a first character object represents said subject user in the environment, and wherein a
3 second character object represents a second user in the environment, and said second character
4 object is controlled and managed by said second user, said second character object not being
5 associated with a second personal narrative agent.

1 155. (Previously Amended) The method of any of Claims 93, 122, 123 or 124,
2 wherein the personal narrative agent performs the further steps of:
3 recognizing story patterns in actions of said subject user; and
4 creating and managing story experiences consistent with those patterns.

1 156. (Previously Amended) The method of Claim 155, wherein the personal
2 narrative agent performs the further step of maintaining consistency of said story experiences
3 with a previous active story.

1 157. (Previously Amended) The method of any of Claims 93, 122, 123 or 124,
2 wherein the personal narrative agents of said subject user and said second user perform the
3 further step of creating stories for said subject and second users, respectively, based on narrative
4 forms, said narrative forms defining structures and themes of said stories.

1 158. (Previously Amended) The method of Claim 157, wherein the personal
2 narrative agents of said subject user and said second user perform the further step of creating
3 multiple distinct stories for said subject user and said second user, respectively, based on
4 multiple narrative forms.

1 159. (Previously Amended) The method of Claim 158, wherein said personal
2 narrative agents of said subject user and said second user perform the further step of
3 transforming a story based on a first narrative form into a story based on a second narrative form.

1 160. (Previously Amended) The method of Claim 157, wherein the personal
2 narrative agents of said subject user and said second user perform the further step of creating
3 multiple distinct stories for said subject user and said second user, respectively, based on a single
4 narrative form.

1 161. (Previously Amended) The method of any of Claims 85, 93, 122, 123_or
2 124, wherein the personal narrative agent performs the further steps of:
3 determining events that tend to cause a story to be consistent with a first narrative
4 form; and
5 managing said story including manipulating objects and said environment to
6 provide one or more opportunities for said subject user to follow a story consistent with the first
7 narrative form.

1 162. (Previously Amended) The method of Claim 161, wherein the PNA
2 performs the further steps of:
3 determining events that tend to cause said story experiences to be inconsistent
4 with the first narrative form;
5 finding a second narrative form, for which said events are consistent; and
6 transforming the story in to an instance of said second narrative form.

1 163. (Previously Amended) The method of Claim 161, wherein the PNA
2 performs the further steps of:
3 determining events that tend to cause said story experiences to be inconsistent
4 with the first narrative form;
5 generating a second narrative form, for which said events are consistent; and
6 transforming the story in to an instance of said second narrative form.

1 164. (Previously Amended) The method of any of Claims 85, 93, 122, 123 or
2 124, wherein said environment is a simulated environment.

1 165-178. (Canceled)

1 179. (Original) The software application of any of Claims 1, 9, 38, 39, or 40,
2 the one or more processors permitting each personal narrative agent to perform the further step
3 of creating and managing one or more of said stories consistent with one or more larger narrative
4 arcs.

1 180. (Original) The software application of Claim 24, wherein said stories are
2 elements of a larger narrative arc.

1 181. (Original) The software application of Claim 63, wherein said stories are
2 elements of a larger narrative arc.

1 182. (Original) The software application of any of Claims 1, 9, 38, 39, or 40,
2 the one or more processors permitting each personal narrative agent to perform the further steps
3 of:
4 storing the state of said stories; and
5 restoring said stories from their saved state.

1 183. (Original) The software application of any of Claims 1, 9, 38, 39, or 40,
2 the one or more processors permitting each personal narrative agent to perform the further step
3 of managing one or more stories for multiple users.

1 184. (Currently amended) The software application of Claim 36, wherein ~~the~~ a
2 link defining a transition possibility between said first narrative form and said second narrative
3 form is modular.

1 185. (Currently amended) The software application of Claim 75, wherein ~~the~~ a
2 link defining a transition possibility between said first narrative form and said second narrative
3 form is modular.

1 186. (Original) The software application of any of Claims 10 or 16, wherein
2 said second personal narrative agent performs the further step of negotiating a story opportunity
3 involving a third user for the second user with a third personal narrative agent uniquely assigned
4 to the third user, consistent with said one or more story experiences of said second user and said
5 one or more story experiences of said subject user.

1 187. (Original) The software application of Claim 49, wherein said second
2 personal narrative agent performs the further step of negotiating a story opportunity involving a
3 third user for the second user with a third personal narrative agent uniquely assigned to the third
4 user, consistent with said one or more story experiences of said second user and said one or more
5 story experiences of said subject user.